

Project 127



Coding School

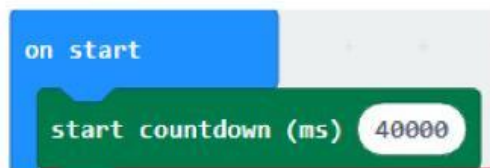


Start Here

Let's create a Dog's Challenge Game.

- ❖ In this game, one LED bulb will make a Dog,
- ❖ Bone is also represented by the other LED bulb.
- ❖ Here by turning the Micro bit board in different directions, the dog can be moved in different directions and when the dog touches the meat bone, 1 point is increased.
- ❖ First drag an on start block.
- ❖ Let's create a countdown when starting the game..

For that prepare the code as below.

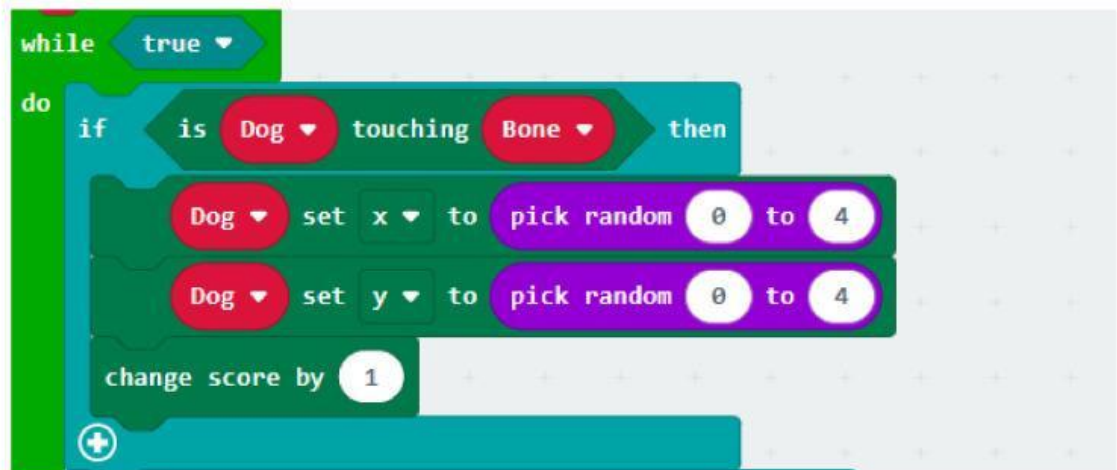


- ❖ Let's prepare the code as below to display the dog and meat shell.
- First prepare two Variables as Dog and Bone.
- Now drag a set Dog to block.
- Add a create sprite block available in the game for 1.
- Add a pick random block available in Math for x and y.
- Now drag a set brightness to block in the game.
- Give its value as 188.
- Now drag the set Bone to block in the variable. For 1, drag a create sprite at block in the game.
- Prepare the code as mentioned below.



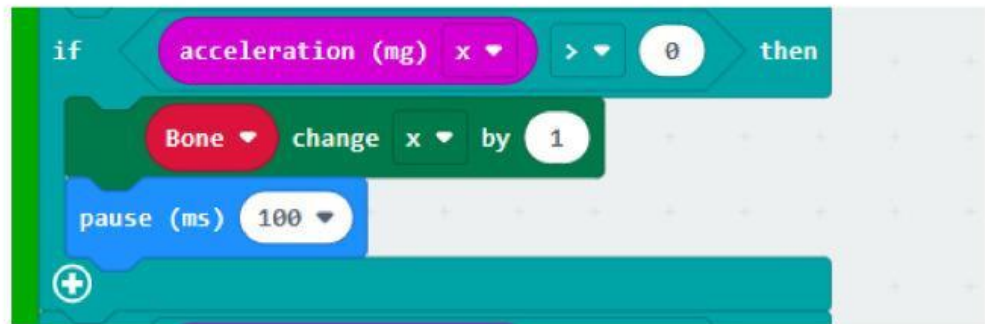
- ❖ Let's design how points are added when the dog touches the meatball.
- First, add a while do block in Loops below the set Bone to block.

- Drag an if then block in Logic into it.
- Drag an is touching block in the game for true in the If then block.
- Make it Dog in front of is and Bone in front of touching.
- Drag two set to blocks in the game into the If Then block.
- Then drag a Change score by code block in the game.
- Set the code as below.

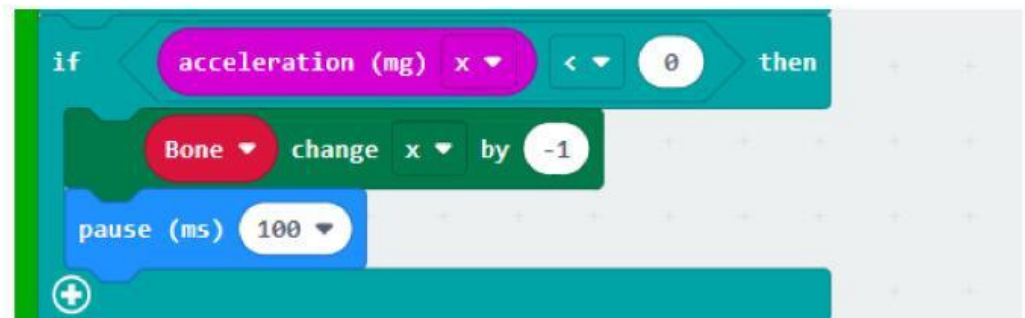


❖ When the dog touches the meat shell, let's set the code to move the meat shell to another place after 100ms.

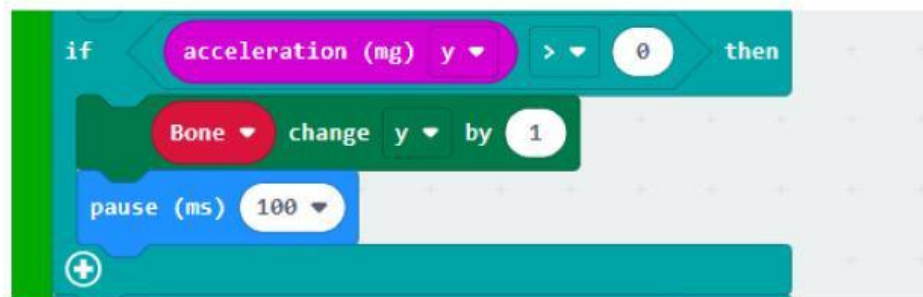
- Add an if code block in Logic below the previously added if code block.
- Add the code block with the equal sign in Logic to its true.
- Choose the capital sign instead of the equal sign.
- Drag an acceleration (mg) code block in the input instead of 0. Select it as X.
- Now drag a Bone change by block in the game.
- Drag a pause(ms)100 block in Basic below it.
- Set the code as below.



- Duplicate the code again and change the code as follows.



- Duplicate the code again and use y instead of x and change the information as follows.



- Duplicate that code and change the information as below.

